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**POKER MACHINE WITH PLAYER-DETERMINED PAYOUT COMBINATIONS**

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(57) Claim

1. Game apparatus comprising:

(a) "Y" indicators, where "Y" represents a number which is at least two, each of the indicators comprising a means for indicating at random one winning number from a group of numbers;

(b) selection means, allowing a player to preselect up to "Y" numbers from the group of numbers; and

(c) win-indicating means:

wherein, in playing the game, a player preselects up to "Y" numbers using the selection means before each of the indicators is made to indicate a winning number and the win-indicating means is made to indicate that the player has won if any one or more of at least two of the following three events have occurred:

(i) One or more of the up to "Y" numbers preselected by the player correspond with one or more of the winning numbers indicated by the indicators;

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(ii) At least one of the up to "Y" numbers preselected by the player corresponds with two or more of the winning numbers indicated by the indicators; and

(iii) Two or more of the up to "Y" numbers preselected by the player were preselected in the same positions as corresponding winning numbers indicated by the indicators.

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Complete Specification for the invention entitled:

NOVEL GAME

The following statement is a full description of this invention, including the best method of performing it known to applicant(s):

### NOVEL GAME

This invention relates to a game apparatus and method and, more particularly, to a game in which preselected numbers and their occurrence in predetermined sequence are played. This application is a Continuation in Part application of parent application serial number 06/287,903 filed July 29, 1981.

### Background of the Invention

10 There are several games of chance, both commercial and domestic and those for amusement only that are known involving numbers. Some of the more popular ones are roulette, Keno, Bingo, wheels of chance, lotteries, slot machines and other gaming devices. These games provide the player with an opportunity to win one wheel or drawing or spin. In lotteries, for example, the player selects a plurality of numbers, purchases a ticket and compares his selection with the numbers drawn. The player does not really play the game but merely compares his selection with those numbers drawn. In roulette, the player selects a number  
20 having certain odds or payoff, the roulette wheel is spun and he has one chance to win. Each roulette game provides a small opportunity of winning to each player and generally there are few winners, if any, on each spin. In Keno, the same is generally true; the player selects numbers and then compares with the winning numbers posted. In games involving the spinning of wheels with a plurality of numbers, the players watch the spin of one wheel to determine if their selected number is where the wheel stops.

30 In most of these games the element of excitement is at a minimum since there is generally only one way to win and the potential of winning is small.

### Summary of the Invention

It is therefore an object of this invention to provide a novel game that is devoid of the above-noted disadvantages

Another object of this invention is to provide a game that permits the player several opportunities to win, hereinafter also referred to as "winning events".

39 A further object of this invention is to provide a

game than can be used commercially with payout awards for a variety of occurrences and whereby the player can play at least two to ten games at one time.

Another object of this invention is to provide a game that increases the usual chances to win and thus adds excitement to the game.

Still a further object of this invention is to provide a game that can be played by one or several players.

10 A yet further object of this invention is to provide a game that is simple to comprehend yet exciting to play.

These and other objects of this invention will become apparent upon a reading of this disclosure and are provided generally by a game involving preselection of numbers. The game of this invention will be described throughout as being played by a single player; however, there can be multiple players or even teams. A novel feature of this invention is that with a single coin, a player's single selection can have available two or more chances of winning at one time. That is, two or more substantially identical  
20 indicators will randomly offer many possible winning events and combinations of winning events thereby enhancing the excitement of the game. To add further interest, the player may play more than one game at a time. That is, for each additional coin inserted, he may make an additional selection. Each selection being both an independent game and part of a game using each independent game as an equal part of its whole; the addition of the now increased possible winning events offering more excitement to the play of the game. The game will be described initially by its basic or fundamental  
30 concepts. However, it can be used with automatic slot machine-type mechanics and electronics. Also, the game will be described throughout with reference to the use of numbers only; however, in place of or together with numbers, one can use letters, symbols, colors, characters or the like. When the term "number" or "numbers" is used throughout, it is intended to mean any type indicia such as numbers, colors, letters, symbols, characters or mixes thereof. The term "winning number" means a preselected number that appears in a  
39 stopped point of an indicator. "Indicator(s)" (selectors) in

10 this disclosure are also referred to as reels, wheels, and balls and are used throughout to mean the same device, which can be any indicator with five or more possible stopping locations. "Preselected" means automatic preselection or manual preselection. Also, while one to five preselected numbers and 1-20 stopping positions for each of five indicators (wheels) will be used to illustrate the preferred embodiment of the invention, any amount of preselected numbers, stopping positions and indicators may be used (as in an embodiment which utilizes one to <sup>seven</sup> ~~several~~ preselected numbers, 254 stopping positions and seven indicators (balls)). The designation of "X" in the claims and disclosure indicates any whole number greater than one. Thus, "X" indicates the number of available numbers to be preselected from which is always equal to the number of stopping positions on the reel or wheels. "X" therefore represents both the amount of numbers available for preselection and the number of stopping positions for the indicators. The designation of "Y" indicates any whole number greater than one. Thus "Y" 20 indicates the number of indicators, which is always equal to the maximum amount of allotted preselections. "Y" therefore represents both the maximum number of preselections and the number of indicators.

30 ~~In its simplest form, the game will be described with reference to one player. The player selects from 105 numbers ("Y") from 20 available numbers ("X"). He then spins 5 indicators ("Y") which for illustrative purposes are "wheels" having 20 stopping locations ("X"). any of the preselected 1-5 numbers can come up on any of the five wheels spun. The following examples will further device the game of this invention. These examples are intended to be for illustration and not limitation of the invention. "Indicated Numbers" in this disclosure means the number shown or printed at the stop point of the indicator (wheel, reel, or ball). Example I: the player selects from a possible 20 numbers of from 1-20 numbers the numbers 3,6,9,12 and 15; then spins wheels A,B,C,D and E.~~



According to the present invention there is provided game apparatus comprising:

(a) "Y" indicators, where "Y" represents a number which is at least two, each of the indicators comprising a means for indicating at random one winning number from a group of numbers;

(b) selection means, allowing a player to preselect up to "Y" numbers from the group of numbers; and

(c) win-indicating means:

wherein, in playing the game, a player preselects up to "Y" numbers using the selection means before each of the indicators is made to indicate a winning number and the win-indicating means is made to indicate that the player has won if any one or more of at least two of the following three events have occurred:

(i) One or more of the up to "Y" numbers preselected by the player correspond with one or more of the winning numbers indicated by the indicators;

(ii) At least one of the up to "Y" numbers preselected by the player corresponds with two or more of the winning numbers indicated by the indicators; and

(iii) Two or more of the up to "Y" numbers preselected by the player were preselected in the same positions as corresponding winning numbers indicated by the indicators.

The present invention further provides a game process comprising the following steps:

(a) One or more players preselect up to "Y" numbers from a group of numbers, using selection means, where "Y" represents a number which is at least two;

(b) "Y" indicators are used, each indicator indicating at random one winning number from the group of numbers;

(c) The winning numbers indicated by the indicators are compared with the preselected numbers; and

(d) Win-indicating means is made to indicate that one or more players have won if any one or more of at least two of the following events have occurred:





- (i) One or more of the preselected numbers correspond with one or more of the winning numbers;
- (ii) At least one of the preselected numbers corresponds with two or more of the winning numbers; and
- (iii) Two or more of the preselected numbers were preselected in the same positions as corresponding winning numbers.

○ In its simplest form, the game will be described with reference to one player. The player selects from 1-5 numbers ("Y") from 20 available numbers ("X"). He then spins 5 indicators ("Y") which for illustrative purposes are "wheels" having 20 stopping locations ("X"). Any of the preselected 1-5 numbers can come up on any of the five wheels spun. The following examples will further define the game of this invention. These examples are intended to be for illustration and not limitation of the invention. "Indicated Numbers" in this disclosure means the number shown or printed at the stop point of the indicator (wheel, reel, or ball).

20  
Example I: the player selects from a possible 20 numbers of from 1-20 numbers the numbers 3,6,9,12 and 15; then spins wheels A,B,C,D and E.





- first (wheel A) - 3
- second (wheel B) - 6
- third (wheel C) - 9
- fourth (wheel D) - 12
- fifth (wheel E) - 15

**Example VI:** To further describe the game of this invention award points are assigned each wheel (or reel).

a) wheel A - 1 point

wheel B - 2 points

wheel C - 3 points

wheel D - 4 points

wheel E - 5 points

b) bonus points are also assigned if one preselected number comes up on more than one wheel (per coin inserted).

2 wheels - 5 points

3 wheels - 7-25 points

4 wheels - 50-150 points

5 wheels - 5,000-25,000 points

c) if the numbers are picked sequentially on each wheel additional bonus points are awarded as follows (per coins inserted):

2 wheels - 5 points

3 wheels - 30-50 points

4 wheels - 500-1,000 points

5 wheels - 250,000 points

Thus, the game of this invention provides award points for:

A. picking a winning number, plus

B. a bonus if the winner number comes up on more than one wheel, plus

C. a bonus if any two to five numbers are picked sequentially, i.e. 1st number on wheel A

2nd number on wheel B

3rd number on wheel C

4th number on wheel D

5th number on wheel E

**Example VII:** To illustrate all of the above, if the game was played by one player in a commercial casino with a coin-operated machine, the following would occur:

1) The player would have before him a slot machine with 5 reels (wheels above) each reel having numbers 1-20 on it. He would deposit one coin for each number to be selected, i.e.

to bet number 3 - 1 coin  
 to bet numbers 3 & 6 - 2 coins  
 to bet numbers 3, 6 & 9 - 3 coins  
 to bet numbers 3, 6, 9 & 12 - 4 coins  
 to bet numbers 3, 6, 9, 12 & 15 - 5 coins

10 **Example VIII:** In example VII, let's assume that the player selects two numbers, 3 and 6, and deposits 2 coins. He pulls the lever to activate the reels (wheels) and the reel stops or displays illustrate:

Reel	A	B	C	D	E
Indicated Nos.	3	6	11	8	6

he has two winning numbers (for awards see VI a above)

number 3 on reel A	-	1 point
number 6 on reel B	-	2 points
number 6 on reel E	-	5 points

bonus points since 6 came up in first & second positions (reels A&B)	-	5 points
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(see VI b above)

bonus points since first & second selection position, that is, nos. 3 & 6 came up in first and second reel positions (reels A&B)	-	<u>5 points</u>
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30 (see VI c above)

Total Pay off	18 points or 18 coins
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**Example IX:** Again, in same coin-operated machine of Example VI, the following further describes the game of this invention as played in a coin-operated machine.

The player only selects one number; #3 and inserts one coin.

The reels when activated show:

Reel	A	B	C	D	E
Indicated Nos.	3	11	10	10	3

The player earns the following points:

winning number on reel A	=	1 point
winning number on reel E	=	5 points
bonus: -3 on 2 reels (A&E)	=	5 points
no bonus on sequence	=	<u>0 points</u>
Total		11 points or coins

**Example X:** In the same machine as in Examples VI, VII, VIII and IX and with the awards or values of Example VI, the player selects five numbers: #3, #6, #9, #12 and #15 and therefore deposits 5 coins. He pulls the lever to activate the reels with the following results.

Reel	A	B	C	D	E
Indicated Nos.	3	3	9	12	11

a) winning numbers:

#3 on reel A	=	1 point
#3 on reel B	=	2 points
#9 on reel C	=	3 points
#12 on reel D	=	4 points

b) bonus awards:

#3 in reels A&B	=	5 points
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c) bonus awards sequential:

#3 on reel A		
#9 on reel C		
#12 on reel D	=	<u>30 points</u>

Total award	45 points
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**Example XI:** Obviously, the player can lose on all reels, wheels or balls (used throughout interchangeably) and equally can hit or win on all wheels. The "Jackpot" would be all 5 numbers coming up in sequence on reels A, B, C, D & E.

Numbers selected are #3, #6, #9, #12 and #15.

Reel	A	B	C	D	E
Indicated Nos.	3	6	9	12	15

That would be an award of:

a) wheel A	=	1 point or coin
wheel B	=	2 points or coins
wheel C	=	3 points or coins
wheel D	=	4 points or coins

wheel E	=	<u>5 points or coins</u>
Total		15 points or coins - 15 pts.
b) bonus points or coins for one preselected number coming up on more than one wheel		- 0 pts.
c) bonus points or coins for <u>all</u> numbers coming up in order or in sequence selected		- <u>250,000 pts</u>
Total award		250,015 points or coins

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The game of this invention can be used as a home entertainment game or ideally as a commercially-used "slot machine" or "one-armed bandit". Any suitable and conventional mechanical and electronic equipment and components can be used such as the equipment disclosed in United Kingdom Patent No. 881,803; British Patent Specification 967,343 published August 19, 1964; Australian Patent Abridgement 500,709 (82126/75) issued June 13, 1975; Australian Patent Specification 37,780/72 lodged January 11, 1972 and U.S. Patent 4,033,588.

In the slot machine version of this invention one embodiment is shown in Figure 6, most of whose parts are disclosed in "Parts Catalog" no. 9-10, Takasago Electric Industry Co. Ltd., 4-chome Imazukita, Tsurumi-Ku Osaka, Japan. The only part of the slot machine not illustrated in this catalog is the keyboard (60 in Fig. 6) which was a standard part manufactured by Miller Dial Corp of 4400 N. Temple City Blvd., El Monte, California 91734.

The circuit board containing in the program of the game of this invention as described in the examples and disclosure herewith was designed by applicant and custom made for applicant by Richard Fritz, 54 Matuk Drive, Hyde Park, New York 12538.

The present invention in slot machine embodiment involves the use of: (1) a remote station for player actuation of the reels; (2) a selection station (part of programmed keyboard) for player to select up to "Y" numbers from a keyboard or console having from 1 to "X" numbers, (3) a coin feed device for accepting up to "Y" coins to be bet; (4) means such as a computer to make a record of and retain the memory of the 1-X numbers selected; (5) "Y" reels that can be

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spun with "X" amount of numbers printed thereon; (6) one wheel with "X" amount of numbers printed thereon and "Y" differentiated indicators (balls); (7) a display or video display means for showing the winning numbers on reels when reels cease rotation and stop; (8) a coin-dispersing means for dispensing the coins won; and (9) an award table indicating the award of points or coins and bonus points or coins to the winning selections.

#### Brief Description of the Drawings

10        These and other features and advantages of the present invention will become apparent from consideration of the following specification when taken in conjunction with the accompanying drawings in which:

Fig. 1 is a block diagram showing the components of a game made in accordance with an embodiment of the present invention;

Fig. 2 is a diagram showing the sequence of steps in playing a game in accordance with one embodiment of the present invention;

20        Fig. 3 is a top plan view illustrating one form of multiple random selecting means usable in one embodiment of the game of the present invention;

Fig. 4 is a perspective view showing a machine designed for a single player to play a game constructed in accordance with one embodiment of the present invention; and

Fig. 5 is a schematic illustration showing an alternate form of game made in accordance with one embodiment of the present invention.

30        Fig. 6 is a perspective view showing a slot machine constructed in accordance with the preferred embodiment of the present invention.

Fig. 7 is a chart showing the awards made by winning combinations in the preferred embodiment of the present invention.

#### Description of the Embodiments

Referring now more particularly to the drawings, and to those embodiments of the invention here presented by way of illustration, attention is first directed to Fig. 1 of the

drawings for an understanding of the overall structure of the game. In Fig. 1 it will be seen that there is a betting station 10 where the various players or one player place bets. Some form of record 11 is made of the bet placed. The record may be a piece of paper or the like showing various data, or of course the record may be retained within a machine on a computer or the like, so long as there is some means for the player to claim his winnings in the event he does win.

10 When all betting stops for a particular game, the betting station 10 directs the total amount of the bets to a computer 12, and the game can be played. The play of the game comprises the activation of a multiple random selector 14 which indicates a plurality of winning locations or numbers. Furthermore, the multiple random selecting means 14 causes each of a plurality of indicators to select one of a plurality of locations.

20 During this play of the game, the action of the selecting means 14 is displayed by means of a display 15. As will be discussed more fully hereinafter, the display 15 may take the form of visual observation of a wheel or the like, or may take the form of a projection or other display on a screen. The object of the display 15 is, of course, to allow the various players in any one game to monitor the selecting process. This would be the exciting part of the game wherein the various players would anxiously watch the random selection process, hoping their particular selections are indicated as large winners.

30 Once the selections have been made by the selecting means 14, the results are delivered to the computer 12; so, the computer 12 will have the total amount bet, the numbers or other identification of the winning locations, and the degree of winning of each location. With this information, the computer determines the winning numbers, and the amount assigned or awarded to each <sup>winning</sup> winning number. These results are displayed by the display 16 and are directed to paying station 18.

It will be remembered that each bet at the betting station 10 resulted in a record 11. These records 11 can now be entered in the paying station where the bet can be compared





with the winning locations; and, if the record 11 is of a winning location, the winnings 19 will be delivered to the player.

Looking at Fig. 2 of the drawings, the flow of the particular game will next be discussed. In Fig. 2 there is a plurality of players, or bettors 20. There may be virtually any number of players 20, any limit being based on space available and the like rather than on the structure of the game.

10

Each of the players 20 places a bet as discussed above, and the total of all bets makes up the pot 21. It is then the object of the game to distribute portions of the amount in the pot to indicated ones of the players, who are, of course, called the winners. Obviously, there may be no winners; in that case the pot is carried over to the next game and if no winners then, to the next game, etc.

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To distribute the amount in the pot 21, the multiple random selecting means 14 is used. As previously discussed in conjunction with Fig. 1 of the drawings, the selecting means selects a plurality of numbers using unique indicators. For convenience of illustration, the unique indicators are shown in Fig. 2 as being numbered from 1 to 7.

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An important aspect of the game of the present invention is the relationship between the indicators which are generally designated at 22. The first indicator 22 is arbitrarily assigned a value of two, and the successive indicators have relative values assigned in a geometric progression. Thus, the second indicator has a relative value of four, the third a relative value of eight, and so on, until the seventh indicator has a relative value of one hundred twenty-eight.

.....

It should be noted that the values assigned to the indicators 22 are relative only, and do not directly indicate the amount of winnings. Rather, the entire pot 21 is to be distributed among the winning locations to the winners in accordance with the indicators 22, so the relative values of all the indicators 22 are added to give two hundred fifty-four. The pot is therefore divided by two hundred

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fifty-four to obtain the unit value, then each indicator 22

results in a player's winning an amount equal to the relative value of the indicator 22 multiplied by the unit value, if the player has bet on that location.

There may be times when more than one player bets on the same number, so that two or more winners claim a given amount. It is contemplated that, in this event, the total winning for the given number will be divided by the number of winners or players who bet on that number.

10 In one form of the game of the present invention, the indicators 22 have been rendered unique by applying the letters of a word, such as NUMBERS. This is an appropriate word because no letter is repeated, and the word has a meaning with respect to the game being played. Thus, the word serves as the designations for the indicators and may also serve as the name of the game.

.....  
.....  
.....  
20 ..... The word numbers has seven letters, so the game as depicted in Fig. 2 could use this word. In the event one wishes to have a smaller number of indicators, a word such as money may be used. Again, no letter is repeated, and the word has a meaning with respect to the game. The word money has five letters, so the relative values would be two, four, eight, sixteen and thirty-two. Alternatively, a different factor may be used for the geometric progression to yield a wider variation in the winners. If 3 is used, again starting at 2, the values will be two, six, eight, fifty-four and one hundred sixty-two. It will thus be seen that considerable variation is possible in the structure of the particular game using the features of the present invention.

.....  
30 Fig. 3 of the drawings illustrates one preferred form of multiple random selecting means for use in the game of the present invention. The selecting means is in the general form of a roulette wheel including a bowl-shaped area 30 for receipt of balls 31. Centrally of the area 30, a rotating member or wheel 32 rotates about a spindle 34. Around the periphery of the rotating member 32 there is a plurality of locations 35, each of the locations 35 being adapted to receive any one or all of the balls (indicators) 31. This structure is substantially the same as a conventional roulette  
39 wheel and will be well understood by those skilled in the art

without further description.

Whereas a roulette wheel has a small number of locations or numbers and only one ball, the game of the present invention requires that the rotating member 32 have a number of locations equal to the sum of the relative values of the indicators. Thus, in the game having seven selectors starting at two and using a factor of two, the total is two hundred fifty-four, and there must be two hundred fifty-four locations or numbers.

10

It should now be understood that the game of the present invention can take many forms. Considering Figs. 1, 2 and 3 of the drawings, it will be seen that the selecting device of Fig. 3 may be used and operated by hand. The seven balls 31 may have letters printed on them, such as N, U, M, B, E, R and S so the operator of the wheel can visually determine the winning numbers and the degree of winning of each number. This information can be provided to a simple calculator to make the final calculations and display the winning numbers and the dollar amount of winnings for each number.

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Also, however, it will be understood that the entire game may be mechanized. Instead of using a physical wheel as is shown in Fig. 3, the display 15 may take the form of an electronically-generated pattern, appropriately rotating. The "balls" may be generated and shown engaging the rotating member while the results are generated by randomizing the results electronically.

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Another form of the game of the present invention is shown in Fig. 4 of the drawings, this device being in the form of an individually-played machine.

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The device shown in Fig. 4 includes the multiple random selecting means 14 which may be a small wheel such as that shown in Fig. 3, or, of course, may be some other visual device to achieve substantially the same effect.

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To play the game, a player would first insert a coin in the slot 40, and make a bet by pushing one of the betting station buttons 41. The bet will be held by the machine. The start button 42 may then be pushed and the rotating member will begin to rotate and one ball will be delivered to the rotating member. One ball is just one embodiment; more than

one ball may be played and all balls can fall on one number.

In one variation of the present invention as shown in Fig. 4, the player can play a plurality of balls in one game in accordance with the game hereinabove described. The player can insert up to (for example) seven coins and enter seven bets on the betting station buttons 41. After all the bets have been entered, the start button 42 is pressed and the play of the game begins.

10 When all balls or indicators have selected a location, the results are displayed on the display board 44 and any pay off is delivered at 45.

It is contemplated that the first ball to be played in the machine of Fig. 4 will be the ball having the highest relative value and additional coins will allow successive balls in inverse sequence to be played; see Table I below indicated. If only one ball is played and there are 254 locations, the odds of winning are 254 to 1. As the number of balls increases, the odds change accordingly. Thus, the greatest odds will pay the highest amount for a win and better  
20 odds for the player may result in a smaller amount won. Any number of balls (1-7) may be played.

TABLE I

Pay Table

1 Ball (Indicator) Played	:	Pay 254 - Total award possible for 1 selection
2 Balls (Indicators) Played	:	1st ball pay 170
Total Possible Award		2nd ball pay +84 254
3 Balls (Indicators) Played	:	1st ball pay 125
Total Possible Award		2nd ball pay +85 3rd ball pay +44 254
4 Balls (Indicators) Played	:	1st ball pay 103
Total Possible Award		2nd ball pay +76 3rd ball pay +50 4th ball pay +25 254
5 Balls (Indicators) Played	:	1st ball pay 85
Total Possible Award		2nd ball pay +68 3rd ball pay +52 4th ball pay +33 5th ball pay +16 254
6 Balls (Indicators) Played	:	1st ball pay 72
Total Possible Award		2nd ball pay +60 3rd ball pay +48 4th ball pay +37 5th ball pay 125 6th ball pay +12 254
7 Balls (Indicators) Played	:	1st ball pay 64
Total Possible Award		2nd ball pay +54 3rd ball pay +45 4th ball pay +36 5th ball pay +27 6th ball pay +18 7th ball pay +10 254



in a personal game when all selected locations have been bet on, when the game is being operated by a commercial establishment that intends to make a profit, it is contemplated that the "house" would asses a percentage of the amounts paid out. Thus, when a winner claims the winnings, the amount will be paid less (for example) 10% withheld by the house.

10 To further explain how the house percentage may be implemented in the foregoing discussions, we may consider changing the following factors to simplify the calculations involved.

Change 7 indicators to 5 indicators.

Change the value of the indicators to 2-3-4-5&6.

Change the amount of numbers on each indicator to 20.

Change the amount of numbers for preselection to 5 out of 20.

Now, if we add the different possibilities of winning we have (with one coin, bet and one number selected):

20 plus 1 chance out of 20 to win 2  
plus 1 chance out of 20 to win 3  
plus 1 chance out of 20 to win 4  
plus 1 chance out of 20 to win 5  
plus 1 chance out of 20 to win 6

For a total of being able to win 20 to 1 on any given game  
 $20 \div 20 \times 100 = 100\%$  return (0% hold for the house)

If we want to "hold" 25% for the house we may alter the relative pays for each indicator as follows:

30 1 chance out of 20 to win 1  
1 chance out of 20 to win 2  
1 chance out of 20 to win 3  
1 chance out of 20 to win 4  
1 chance out of 20 to win 5

Total 15 to 1

$15 \div 20 \times 100 = 75\%$  return (25% hold for the house)

38 Now, if we want to maintain this base and give more of a return to the player we may offer additional rewards for certain cases of winning events - i.e. multiple occurrence or sequential selection.

Further Description of the Drawings and of the Preferred Embodiments:

In Fig. 6 the preferred embodiment is shown wherein a slot machine 56 is illustrated having an arm or activating means 57 for initiating or activating the spinning of five reels which have stopping points 58 that will be indicated at winning indicator or display means 59. A selector keyboard 60 having from 1-20 numbered buttons or squares is provided for preselection by the player of up to five numbers. Any amount of numbers may be used on keyboard 60 but must be the same as the amount of numbers on each reel. For clarity, twenty numbers are illustrated in accordance with the above description in the examples. Also, while one to five numbers are suggested for preselection by the player or players, any suitable amount of numbers can be used, the upper limit being equal to the number of indicators. After the appropriate coins are inserted in coin insert 61, keyboard 60 is pressed to select from one to five numbers, depending on the <sup>coins</sup> ~~coin~~ inserted. For example, if four numbers will be selected, four coins must be inserted in coin insert 61, arm 57 is pulled to activate the reels which will randomly stop at position numbers indicated at indicator displays 59A, 59B, 59C, 59D and 59E. Located in a prominent place on machine 56 is an award plate 62 which outlines the points and bonus points or coins earned by winning results or events. This award plate 62 will be discussed at length later in relation to Figure 7. Again, the award plate 62 and the foregoing discussion have been presented with reference to from 1-20, <sup>possible</sup> ~~possible~~ sections of numbers and from 1-5 preselected choices (that will be shown when made at preselect display 63). However, any amount of numbers greater than 1 may be used in the preselect step in order to become eligible for the sequential bonus awards of the game defined herein. That is because more than one number must be bet for there to be a sequence or order of numbers. However, a bonus can be achieved if only one number is played on the occurrence bonus aspect. After the appropriate amount of coins have been inserted or deposited in coin insert 61 and the numbers to be bet are selected and registered at display 63, arm 57 is moved to activate reels that will stop randomly





and display at their stop point 58 in display reel windows 59A, 59B, 59C, 59D and 59E. Preselect display 63 then can be compared with display windows 59 to determine winning numbers. There is also a credit display window 64 and payout display window 65 that indicates the points or coins won, if any. To claim the coins won, payout button 65 may be pressed to release coins won that will be delivered through coin tray 66. Other features such as start button 67 and clear button 68 may be incorporated in the present invention if desired.

10 Start button 67 is pressed or used to begin each game and clear button 68 may be used when the player has changed his mind and would like to change his selection of one or more preselected numbers before pressing the start button 67 or moving the arm 57 to activate the reels.

One of the advantages of the present invention is that there are many ways to win which adds to the excitement of the game. A player can win by selecting 1, 2, 3, 4, or 5 winning numbers, he can win by predicting sequence on winning indicators 58 or he can win by any one of these numbers  
20 occurring more than once (up to 5) on the reels activated; if the first number preselected comes up more than once, a bonus is awarded, the same with the second, third, fourth and fifth preselected number. Thus, he can win by picking just one number and having five chances of that one number coming up on any of five wheels A, B, C, D or E. Therefore, the player may play several different ways with one game, winning on any of five wheels, winning on predicting or selecting sequence if he picks more than one number, winning on occurrence of the same number or any combination of these.

30 Award plate 62 is expanded in Fig. 7 to show the various ways or categories of winning with the awards or pay off in coins when permitted under the applicable laws. In Fig. 7A, B, C, D and E represent five different reels which spin independently of each other; 1C represents occurrence of one preselected number, 2C the occurrence of that number twice, 3C occurrence of that number 3 times, 4C occurrence 4 times and 5C occurrence 5 times.  $M_2$  represents two numbers in order of preselection,  $M_3$  represents three numbers in order of preselection,  $M_4$  four numbers in order of preselection and



M<sub>5</sub> five numbers in order of preselection.

Award plate 62 illustrates in the first set of columns 69 the awards of pay off for selection of a winning number, column sets 70 to show the awards or pay offs for multiple (more than 1) occurrence of that number selected, and column set 71 shows the awards or pay off for selections made in order of appearance on the reels spun. In set 71, more than one number must be bet or selected for an award of sequence of order. In the left hand column 72 are listed the number of coins played and reading to the right the various awards or pay offs in each of columns 69, 70 and 71. For example, if 3 coins are played or inserted into coin insert 61, (3 numbers selected), and two numbers of selections are winners in reels A and B (come up on reels A & B), then 3 coins are awarded. If one number selected comes up twice, once in wheel A and once in wheel B, then per column 70, 5 additional coins are awarded, i.d., 5 for third coin. If 2 selections match sequence of appearance on windows or displays 58 (of Fig. 6), then as shown in columns 71 of Fig. 7, 5 additional coins are awarded, i.e. 5 for third coin deposited. Award plate 62 as shown in fig. 6 and 7 will be more specifically described in following further examples when read with reference to Fig. 7.

#### Description of Chart Figure 7

Example XI: 1 coin played = 1 selection (Selection 1)

Selection I may win in either or all reels (A-E)

- A) If Selection 1 appears in Reel A the payout is 1 coin
- |   |   |   |   |   |   |   |   |   |   |         |
|---|---|---|---|---|---|---|---|---|---|---------|
| " | " | " | " | " | " | " | " | " | " | 2 coins |
| " | " | " | " | " | " | " | " | " | " | 3 "     |
| " | " | " | " | " | " | " | " | " | " | 4 "     |
| " | " | " | " | " | " | " | " | " | " | 5 "     |

- B) If Selection I appears in any two reels the player is awarded the total of each reel position plus a bonus of 5 coins.

Selection I in any 3 reels pays the total of each reel position plus 7 bonus coins.

Selection I in 4 reels pays 50 bonus coins.

Selection I in 5 reels pays 5000 bonus coins.

(For above awards, see Fig. 7 chart.)

**Example XII:** 2 coins played : 2 selections (I & II)

As in Example XI above, either selection I or II may win in either or all reels (A-E) plus an additional bonus if Selection I and Selection II are matched with reel A and reel B respectively.

By playing two coins, the player (1) plays two games at once; (2) receives increased awards for bonus level 1; and (3) has an additional way of winning, bonus level 2 Selection I & II matched.

10 **Example XIII:** 3 coins played = 3 selections (I, II & III)

As above, either Selection I, II or III may win in either or all reels; plus a bonus if either selection appears in 2 or more reels; plus a bonus if either two or three of the selections are matched with reel positions. By playing three coins, the player: (1) plays 3 games at once; (2) receives increased awards for multiple occurrence; and (3) has 4 categories at winning in sequential order.

Selections I & II matched

I & III "

20 II & III "

I, II & III matched

**Example XIV:** 4 coins played = 4 selections (I, II, III & IV)

As above, either Selection I-IV may win in either or all reels plus an increased bonus award if either selection appears in 2 or more reels; plus a bonus if either two, three or four of the selections are matched with reel positions.

By playing 4 coins, the player (1) plays 4 games at once; (2) receives increased awards for multiple occurrence bonus; and (3) has eleven categories or ways at winning in sequential order bonus.

Selections I & II matched

I & III "

I & IV "

II & III "

II & IV "

III & IV "

I, II & III "

39 I, II & IV "

I, III & IV        "  
 II, III & IV        "  
 I, II, III & IV     "

**Example XV:** 5 coins played = 5 selections (I, II, III, IV & V)

As above, either selection I-V may win in either or all reels plus a bonus if any selection appears in 2 or more reels; plus a bonus if any two, three, four or five selections are matched with reel positions.

10 By playing five coins, the player (1) plays 5 games at once; (2) receives increased awards for multiple occurrence bonus; and (3) has 26 categories or ways of winning in sequential order.

The ~~chart on the~~ following <sup>chart</sup> ~~page~~ explains this.

I & II	matched
I & III	"
I & IV	"
I & V	"
II & III	"
II & IV	"
II & V	"
III & IV	"
III & V	"
IV & V	"
I & II & III	"
I & II & IV	"
I & II & V	"
I & III & IV	"
I & III & V	"
I & IV & V	"
II & III & IV	"
II & III & V	"
II & IV & V	"
III & IV & V	"
I & II & III & IV	"
I & II & III & V	"
I & II & IV & V	"
I & III & IV & V	"
II & III & IV & V	"
I & II & III & IV & V	"

20

30



39

In all above, any combination of winning cases is possible.

Example: Simple wins on either A, B, C, D or E reels, plus bonus wins for single selections appearing in more than one reel, ("multiple occurrence bonus") plus bonus wins for matched positions on reels to any matched positions of any number I-V selected ("sequential bonus").

Player selects:	#1	#6	#9	#11	#10
Reels stop at:	#1	#1	#9	#9	#10

10 Player wins:

(simple): #1 in reel A  
#1 in reel B  
#9 in reel C  
#9 in reel D  
#10 in reel E

(multiple occurrence

bonus): #1 in 2 reels (A & B)  
#9 in 2 reels (C & D)

(sequential order

20 bonus): Three matched positions

Selection	#1	#9	#10
-----------	----	----	-----

Reel

Position:	A	C	E
-----------	---	---	---

Throughout the specification and claims "winning numbers" are defined in terms of "stopping positions" on wheels, reels and indicators. These winning numbers also can be determined from pre-printed tickets with rub-off portions whereunder the winning numbers are indicated. Thus, rather than stopping positions on a wheel, the winning numbers can be pre-printed on a card with a rub-off overcoating.

30

The preferred ~~and similarly preferred~~ embodiments of the present invention have been described herein and shown in the accompanying drawings to illustrate the underlying principles of the invention, but it is to be understood that numerous modifications and ramifications can be made without departing from the spirit and scope of this invention.



THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

1. Game apparatus comprising:

(a) "Y" indicators, where "Y" represents a number which is at least two, each of the indicators comprising a means for indicating at random one winning number from a group of numbers;

(b) selection means, allowing a player to preselect up to "Y" numbers from the group of numbers; and

(c) win-indicating means:

wherein, in playing the game, a player preselects up to "Y" numbers using the selection means before each of the indicators is made to indicate a winning number and the win-indicating means is made to indicate that the player has won if any one or more of at least two of the following three events have occurred:

(i) One or more of the up to "Y" numbers preselected by the player correspond with one or more of the winning numbers indicated by the indicators;

(ii) At least one of the up to "Y" numbers preselected by the player corresponds with two or more of the winning numbers indicated by the indicators; and

(iii) Two or more of the up to "Y" numbers preselected by the player were preselected in the same positions as corresponding winning numbers indicated by the indicators.

2. Game apparatus according to claim 1 wherein the indicators are reels having the same amount of numbers as the amount of numbers available for preselection.

3. Game apparatus according to claim 1 wherein the indicators are wheels having the same amount of numbers as the amount of numbers available for preselection.

4. Game apparatus according to claim 1 wherein the indicators are balls, each of which is adapted to fall into any one of a plurality of locations, the amount of locations available being the same as the amount of numbers available for preselection.

5. Game apparatus according to any one of claims 1 to 4 wherein there are between two and ten identical indicators.

6. Game apparatus according to any one of claims 1 to 5



wherein the amount of numbers available for preselection is at least five.

7. Game apparatus according to any one of claims 1 to 6 further comprising means for accepting money from a player, means for determining an amount (if any) won by the player and means for dispensing money or awards won by the player.

8. A game process comprising the following steps:

(a) One or more players preselect up to "Y" numbers from a group of numbers, using selection means, where "Y" represents a number which is at least two;

(b) "Y" indicators are used, each indicator indicating at random one winning number from the group of numbers;

(c) The winning numbers indicated by the indicators are compared with the preselected numbers; and

(d) Win-indicating means is made to indicate that one or more players have won if any one or more of at least two of the following events have occurred:

(i) One or more of the preselected numbers correspond with one or more of the winning numbers;

(ii) At least one of the preselected numbers corresponds with two or more of the winning numbers; and

(iii) Two or more of the preselected numbers were preselected in the same positions as corresponding winning numbers.

9. A game process according to claim 8 wherein steps (b), (c), and (d) are all performed by a single machine which further comprises the selection means.

10. A game process according to claim 8 or claim 9 further comprising the following steps:

(1) Prior to the step of preselecting numbers, the one or more players pay a variable amount of money; and

(2) After the win-indicating means has indicated that one or more players have won, if that should be the case, the winning player or players are paid an award or an amount of money the value of which is calculated by reference to

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(i) The amount of money initially paid by the player or players; and

(ii) The manner and number of ways in which the player or players have won.

11. A game process according to any one of claims 8 to 10 wherein "Y" is between two and ten and the amount of numbers available for preselection is at least 5.

12. Game apparatus according to claim 1 substantially as herein described with reference to the drawings.

10 13. A game process according to claim 8 substantially as herein described with reference to the drawings.

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By their Patent Attorneys:

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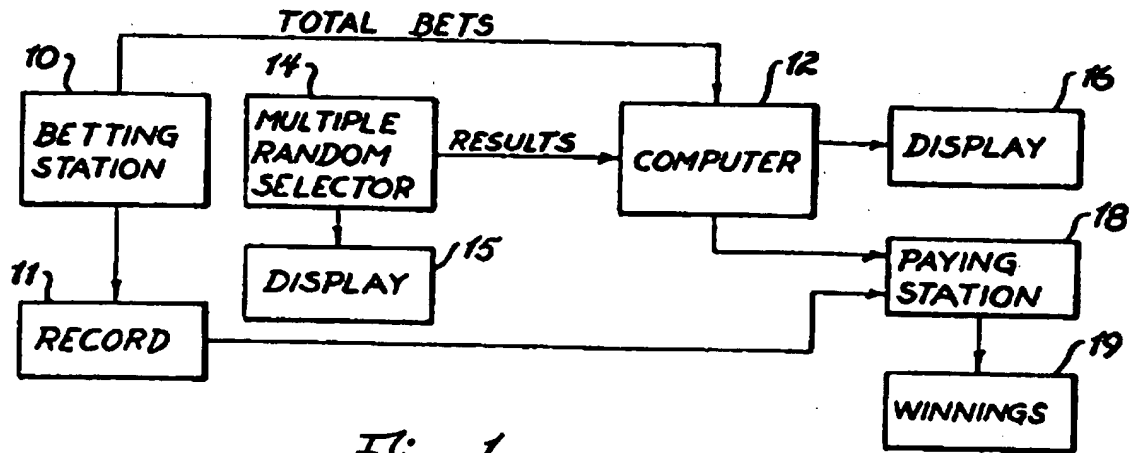


Fig. 1

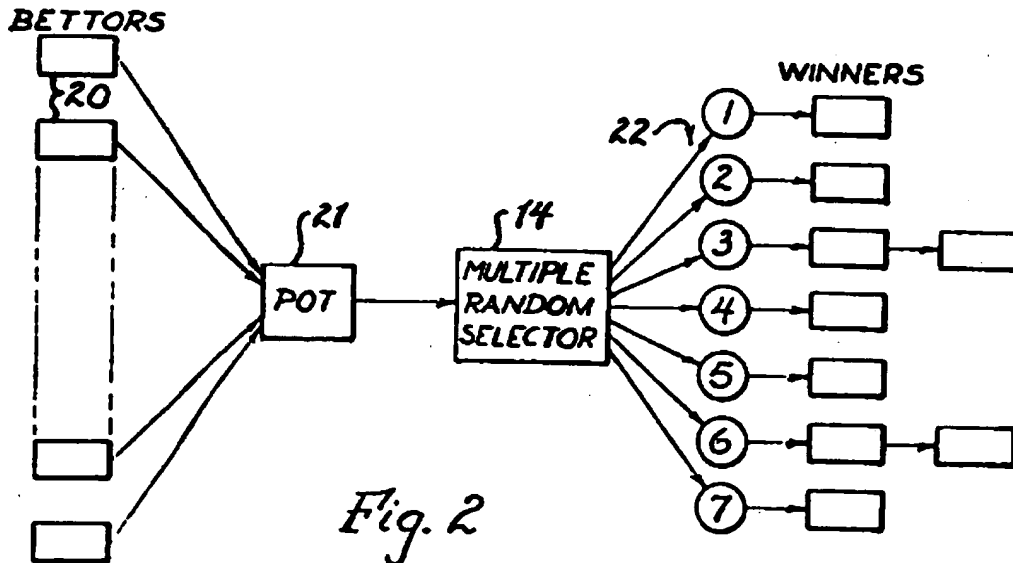


Fig. 2

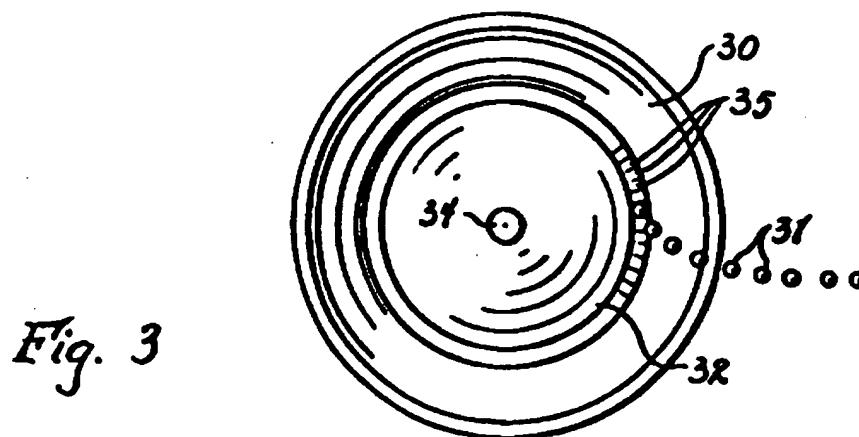


Fig. 3

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Fig. 4

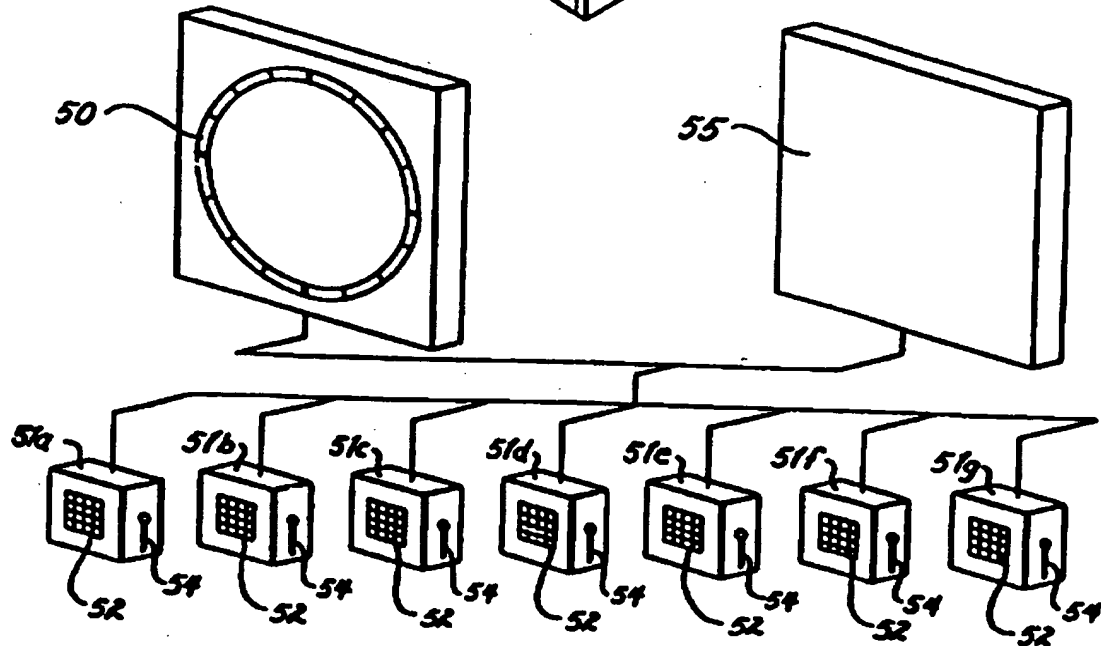
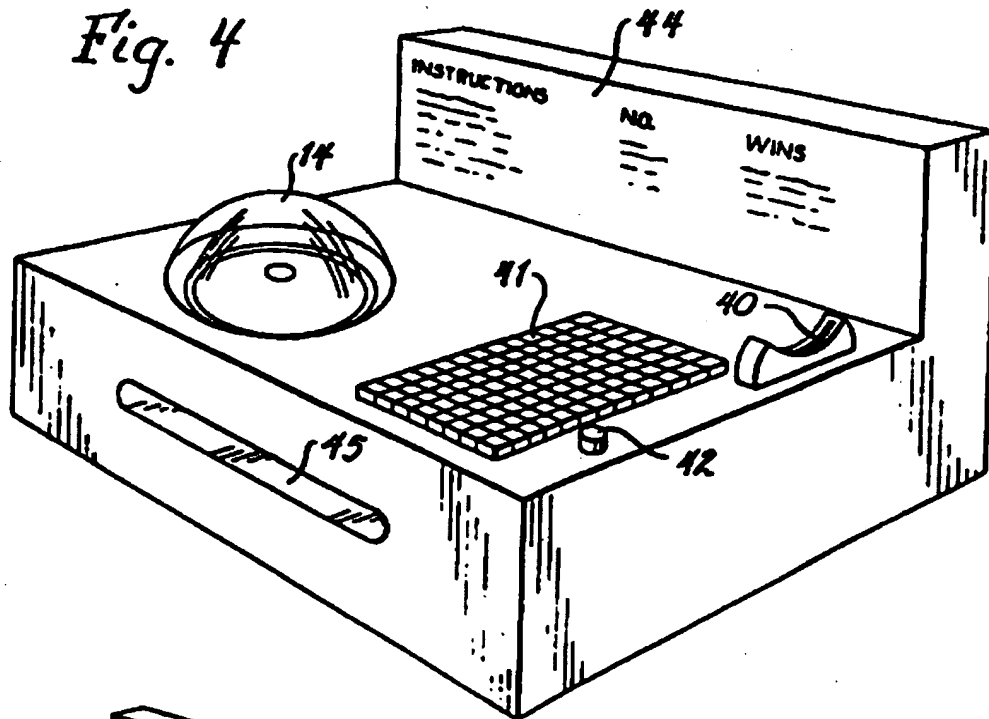


Fig. 5

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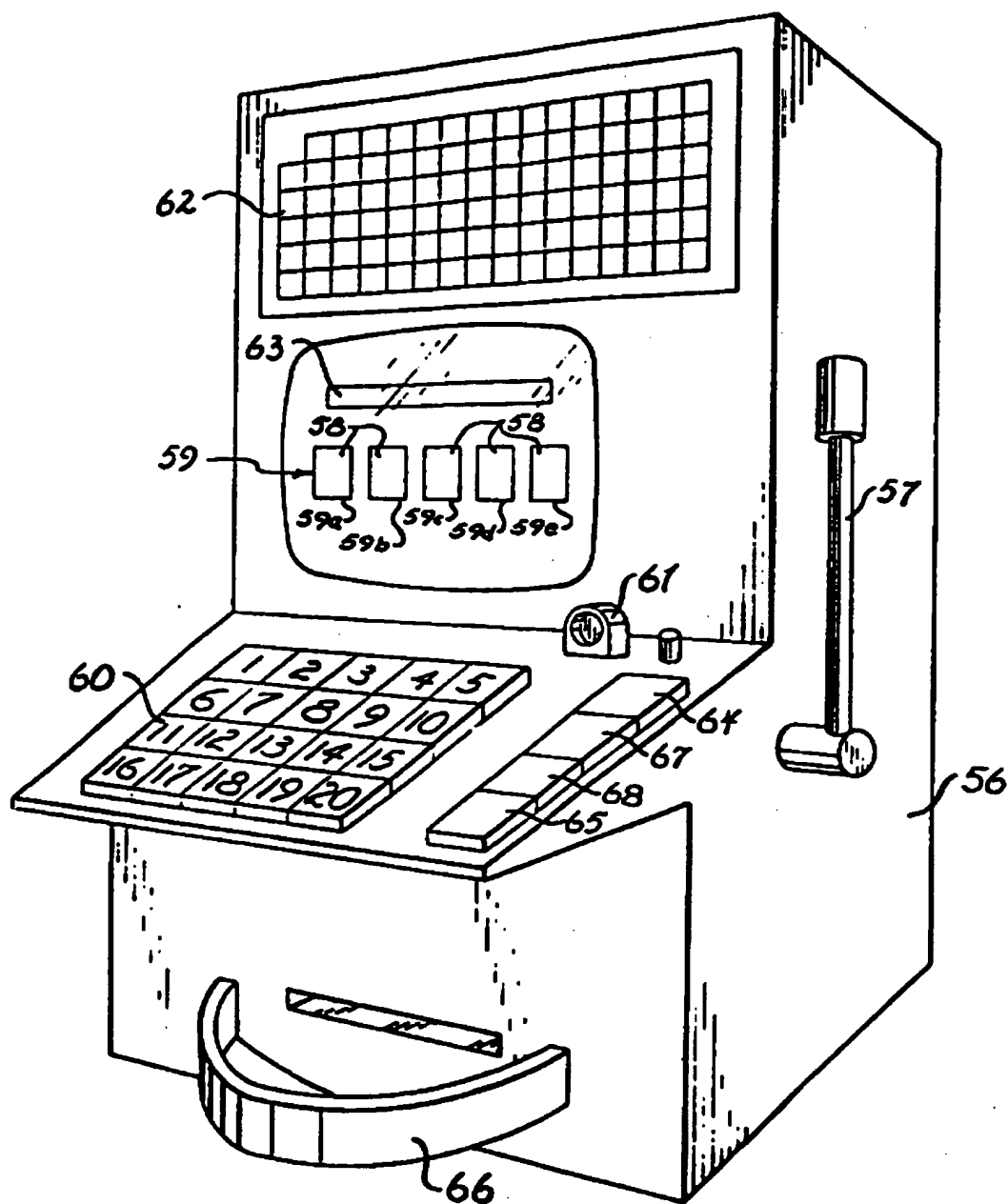


Fig. 6

REELS	MATCHED					BONUS POINTS ON MULTIPLE OCCURRENCE					BONUS POINTS ON SEQUENTIAL ORDER					PAYBACK	HIT FREQUENCY
	A	B	C	D	E	2C	3C	4C	5C	M2	M3	M4	M5				
FIRST COIN	1	2	3	4	5	5	7	50	5000					86.5%	22.6%		
SECOND COIN	1	2	3	4	5	5	10	75	10000	5				88%	40.9%		
THIRD COIN	1	2	3	4	5	5	15	100	15000	5	30			89.4%	55.6%		
FOURTH COIN	1	2	3	4	5	5	20	125	20000	10	40	500		93.06%	67.2%		
FIFTH COIN	1	2	3	4	5	5	25	150	25000	10	50	1000	250000	97.3%	76.2%		

Fig. 7